

WEEK 10

TUESDAY, OCTOBER 28

1. Workshop: 3 Gamers

ASSIGNMENT:

1. If your Gamer was workshopped today, please follow the [Gamer prompt](#) and email me your revised draft and your completed Gamer page URL to me within 48 hours.

→ Make sure your revised story has a HEADLINE and a BYLINE (your full name, e.g. **By Jesse Miller**, beneath the headline, before the story)

→ In the revised draft, label EACH part of the gamer anatomy (e.g. nut graph, Highlight/Key Play, Quote, etc.)

2. Please be mindful of the [Gamer Workshop Schedule](#). If you are scheduled to be workshopped next time, make sure to send me your Gamer first draft at least 24 hours before our class.

3. Continue work on Profile Project

FRIDAY, OCTOBER 31

1. Report: What sports story/stories are you following?
2. Looking at profiles
3. In-class writing:

For your work today, here are things to work on:

- Do you have a subject? Does Jesse know the subject? **If not, you are behind.**
- Have you made contact with your subject? Do you have an interview scheduled? **If not, you are behind.**
- Have you done background research on your subject to inform your interview? **If not, you are behind.**
- Have you investigated or made contact with folks in your subject's orbit who might be useful to include in the piece?
- Have you drafted 7-10 interview questions?
- Have you started drafting your profile yet?
- What questions do you have for me.

Please take another look at the Profile project prompt to make sure you are on top of the deadlines in the project:

<https://miller-cmm415.unepportfolio.org/profile/>

By 12:10 today, compose a 150-200 word STATUS REPORT. Post the report on your Profile page on your ePortfolio. Email the URL to your Profile page BEFORE you leave today for credit.

ASSIGNMENT:

1. Continue work on Profile Project